

### III. CLAIM AMENDMENTS

1. (Currently Amended) A method for controlling a terminal display, the method comprising:

providing the terminal display with at least one virtual display, a display portion or an object, and

moving at least the virtual display, the display portion or the object on the terminal display using the motion of the terminal or the motion ~~and/or~~ location of an object proportioned to the terminal,

wherein said method comprises a shooting game, and a target and an aiming point are shown on the terminal display, and the motion of the aiming point on the terminal display is proportioned to the motion of the terminal or to the motion of an object in relation to the terminal.

2 - 7 (Cancelled)

8. (Currently Amended) A method as claimed in claim 1, wherein ~~the~~ user is informed about ~~the~~ release in the shooting game ~~or in the archery game~~ with a sound signal, a light signal or a vibrator.

9. (Original) A method as claimed in claim 1, wherein in order to indicate the motion of the terminal, the terminal is informed

about one or more location points to which the terminal proportions its motion.

10. (Original) A method as claimed in claim 1, wherein the motion of the terminal is identified by means of acceleration sensors.

11. (Original) A method as claimed in claim 1, wherein the motion of the terminal is identified by means of proximity sensors.

12. (Currently Amended) A method as claimed in claim 1, wherein the motion of the terminal is identified by means of ~~OTM~~ sensors manufactured by OTM Technologies Ltd.

13. (Original) A method as claimed in claim 1, wherein the motion of the terminal is identified using a camera to take at least two consecutive images.

14. (Currently Amended) A terminal comprising;

a terminal display;

a user interface;

means for providing the terminal display with at least one virtual display, a display portion or an object; and

means for moving at least the virtual display, the display portion or the object on the terminal display using the motion of the terminal or the motion ~~and/or~~ location of an object proportioned to the terminal display,

wherein said terminal comprises a shooting game, and a target and an aiming point are shown on the terminal display, and the motion of the aiming point on the terminal display is proportioned to the motion of the terminal or to the motion of an object proportioned to the terminal.

15 - 18 (Cancelled)

19. (Currently Amended) A terminal as claimed in claim 14, wherein ~~at the~~ release in the shooting game ~~or in the archery game~~ occurs by touching a key or a touch control switch or by means of a voice.

20. (Cancelled)

21. (Currently Amended) A terminal as claimed in claim 14, wherein ~~the~~ user is informed about ~~the~~ release in the shooting game ~~or in the archery game~~ with a sound signal, a light signal or a vibrator.

22. (Original) A terminal as claimed in claim 14, wherein in order to indicate the motion of the terminal, the terminal is

informed about one or more location points to which the terminal proportions its motion.

23. (Original) A terminal as claimed in claim 14, wherein the motion of the terminal is identified by means of acceleration sensors.

24. (Original) A terminal as claimed in claim 14, wherein the motion of the terminal is identified by means of proximity sensors.

25. (Currently Amended) A terminal as claimed in claim 14, wherein the motion of the terminal is identified by means of OTM sensors manufactured by OTM Technologies Ltd.

26. (Original) A terminal as claimed in claim 14, wherein the motion of the terminal is identified using a camera to take at least two consecutive images.

27. (New) A method for controlling a terminal display, the method comprising:

providing the terminal display with at least one virtual display, a display portion or an object, and

moving at least the virtual display, the display portion or object on the display using the motion of a terminal or the motion or location of an object proportioned to the terminal,

wherein said method comprises an archery game, and the target and the aiming point are shown on the terminal display, and the motion of the aiming point on the terminal display is proportioned to the motion of the terminal or to the motion of an object in relation to the terminal, and a stretch of a bow is modelled using the distance between two objects.

28. (New) A method as claimed in claim 27, wherein said objects comprise fingers.

29. (New) A method as claimed in claim 27, wherein a stretching force of the bow in the archery game is depicted on the terminal display using colors or graphic symbols.

30. (New) A method as claimed in claim 27, wherein a stretching force of the bow in the archery game is depicted using a sound signal.

31. (New) A method as claimed in claim 27, wherein a release in the archery game occurs by touching a touch control switch or a key or by means of a voice.

32. (New) A method as claimed in claim 27, wherein a release in the archery game occurs by identifying two objects, which are drawn away from one another.

33. (New) A method as claimed in claim 32, wherein said objects comprise fingers.

34. (New) A method as claimed in claim 27, wherein a user is informed about a release in the archery game with a sound signal, a light signal or a vibrator.

35. (New) A method as claimed in claim 27, wherein in order to indicate the motion of the terminal, the terminal is informed about one or more location points to which the terminal proportions its motion.

36. (New) A method as claimed in claim 27, wherein the motion of the terminal is identified by means of acceleration sensors.

37. (New) A method as claimed in claim 27, wherein the motion of the terminal is identified by means of proximity sensors.

38. (New) A method as claimed in claim 27, wherein the motion of the terminal is identified by means sensors manufactured by OTM Technologies Ltd.

39. (New) A method as claimed in claim 27, wherein the motion of the terminal is identified using a camera to take at least two consecutive images.

40. (New) A terminal comprising;

a terminal display;

a user interface;

means for providing the terminal display with at least one virtual display, a display portion or an object; and

means for moving at least the virtual display, the display portion or the object on the terminal display using the motion of the terminal or the motion or location of an object proportioned to the terminal,

wherein said terminal comprises an archery game, and the target and the aiming point are shown on the terminal display, and the motion of the aiming point on the display is proportioned to the motion of the terminal or to the motion of an object in relation to the terminal, and that a stretch of a bow is modelled using the distance between two objects.

41. (New) The terminal as claimed in claim 40, wherein said objects comprise fingers.

42. (New) A terminal as claimed in claim 40, wherein a stretching force of the bow in the archery game is depicted on the terminal display using colors or graphic symbols.

43. (New) A terminal as claimed in claim 40, wherein a stretching force of the bow in the archery game is depicted using a sound signal.

44. (New) A terminal as claimed in claim 40, wherein a release in the archery game occurs by touching a key or a touch control switch or by means of a voice.

45. (New) A terminal as claimed in claim 40, wherein a release in the archery game occurs by identifying two objects, which are drawn away from one another.

46. (New) A terminal as claimed in claim 45, wherein said objects comprise fingers.

47. (New) A terminal as claimed in claim 40, wherein a user is informed about a release in the archery game with a sound signal, a light signal or a vibrator.

48. (New) A terminal as claimed in claim 40, wherein in order to indicate the motion of the terminal, the terminal is informed about one or more location points to which the terminal proportions its motion.

49. (New) A terminal as claimed in claim 40, wherein the motion of the terminal is identified by means of acceleration sensors.



50. (New) A terminal as claimed in claim 20, wherein the motion of the terminal is identified by means of proximity sensors.

51. (New) A terminal as claimed in claim 40, wherein the motion of the terminal is identified by means of sensors manufactured by OTM Technologies Ltd.

52. (New) A terminal as claimed in claim 40, wherein the motion of the terminal is identified using a camera to take at least two consecutive images.